

Dempsey and Makepeace

You have two hours to locate and rescue your partner, Makepeace, who has been captured and held somewhere over a vast area of London.

There are many buildings to be explored, look also for clues to other crimes and when you have four related clues, phone Spikings to increase your score. There are three other crimes to solve.

Some doors will be locked and you must be carrying the correct colour key in order to get through. Items can be examined, picked up and exchanged using the "icons". You can also use the icons to telephone your clues back to Spikings and to see what objects you are carrying.

You are able to drive from one building to another, but watch out for other cars driving around. Time penalties are imposed for hitting other cars or going off the road - so be careful!

In order to finally rescue Makepeace you must be carrying four vital items but which ones?

At the start of the game you can specify the keys you wish to use for left, right, up, down and fire (shoot). Also use the fire key to select the icons.

Press ENTER for more ■

In some of the rooms will be armed criminals - shooting them will increase your score, where as being shot will decrease your score. When your gun runs out of bullets it must be reloaded. Load the bullets one at a time by picking each one up, positioning it over the indicated chamber. To pick up/drop a bullet use the FIRE button. All six bullets should be loaded before continuing, but you can be a coward and skip this by attempting to load a bullet in to the centre "chamber" in the gun. To get from the car to a building, stop alongside it and then "turn" into it. Don't forget that there are some buildings that you can't explore.

Press ENTER to continue ■

D E M P S E Y + M A K E P E A C E

Key selection:

| | |
|-------|-------|
| w | Left |
| x | Right |
| # | Up |
| \$ | Down |
| SPACE | Fire |

Press **Fire** to start, or **K** to change keys
During Game: **8/9**=Sound on/off **ESC**=Quit

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